

# THE FEEBLE FILES

## Online Instruction Manual



## **EPILEPSY WARNING !**

PLEASE READ BEFORE PLAYING THIS GAME

A very small percentage of citizens may experience epileptic seizures when exposed to flashing lights or patterns of colours. Playing computer games or watching television may induce an seizure in these citizens, regardless of whether or not they have a history of epilepsy. If you, or anyone in your family, has an epileptic condition, you **MUST** consult a doctor before playing this game. If, whilst playing this game, you experience ANY of the following symptoms : Nausea, dizziness, eye or muscle twitches, altered vision, loss of awareness, involuntary movements or convulsions, you should stop playing **IMMEADIATELY** and consult a doctor before resuming play.

The OmniBrain has put together these special instructions to ensure citizen's wellbeing whilst playing this game :

- Sit as far away from the screen as possible.
- Play in a well lit, well ventilated room.
- Do not play if you are tired or have not had adequate sleep.
- Take a 10 minute break for every hour you play.

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## **A BRIEF INTRODUCTION TO OMNISOCIETY...**

The OmniBrain considers all life forms to be his citizens, who he loves and cares for in the way that IS best for them. This applies also to non-assimilated citizens of Class B planets, who, whilst they have not acquired full membership to The Community, are still considered Company Citizens whether they like it or not.

The OmniBrain's classless society is divided into Ministries, and all citizens are required to serve in one of these. The most important of these departments is the Ministry Of Control, which has been created by the OmniBrain specifically for the protection of Citizens from the evil, rebellious forces that are trying to disrupt the perfect harmony of the OmniCommunity. Members of this Ministry are called 'Enforcers', and must be obeyed and respected at all times.

Other Ministries of note include The Ministry Of Interrogation (who are responsible for the questioning of any suspected rebels), The Ministry of Research (who have been given the sacred task of improving Company life by creating chemical supplements for Citizens), and The Ministry Of Galactic Uncertainty, who ensure that the areas of the galaxy as yet unassimilated into the Company continue to develop at an acceptable rate.

Remember, Citizen, that the OmniBrain is everywhere. He watches over you constantly, to protect you from any possible rebellious influences, and dangerous emotions you may find yourself experiencing.

## **GETTING STARTED...**

At the very least, Citizens will require the following to play :

- o 100% Direct X compatible Pentium PC
- o 40MB free hard disk space
- o 16 MB RAM
- o Quad speed CD-ROM
- o Windows 95 or 98

## **INSTALLING THE GAME...**

With your computer switched on and with Windows started, place the Feeble Files Disk 1 into your CD drive. After a short moment, the installation program should start automatically. If this does not happen, double click your 'My Computer' icon, then double click your CD-ROM drive (usually labelled D:), and then finally double click the SETUP program.

During the setup process, you may be asked about your Direct X installation. You should always ensure that all of your Direct X drivers are up to date - if you have old or un-certified drivers, contact the relevant hardware manufacturer and ask them to send you the latest drivers for their product.

Once the program has installed, run the game by clicking your Start Menu, then the Programs group, then Adventure Soft, and finally clicking The Feeble Files icon. When the game starts, you can select START NEW GAME from the menu.

To Uninstall the game from your hard drive, you should always use the Uninstall option from the Feeble group in the Start Menu. Any saved games you may have made will be left on your hard disk, and should you want to delete these you will have to do it manually.

## **PLAYING THE GAME...**

Feeble is controlled using the mouse. The Feeble Files is a 'Point 'n' Click' adventure game. This basically means that clicking on the HITBOXES on the screen causes things to happen. A HITBOX is defined as an area of the screen which can be interacted with. Usually, a small text line appears when the cursor is moved over something of interest, which will indicate that an action can be performed here. All cursors animate when over a relevant HITBOX.

## STANDARD CURSORS...

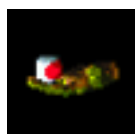
You can cycle through the available standard cursors with the RIGHT MOUSE BUTTON. When you have the correct cursor active, then use it by clicking the LEFT MOUSE BUTTON. There are no functions assigned to the middle button or wheel if you have one.



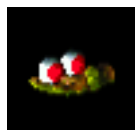
Walk To : This is the most common cursor, and is used to direct Feeble around the screen. It is also the default icon.



Pick up : When used over an item, Feeble will attempt to pick it up. His Oracle Personal Database has a limit on the size and weight of objects he can pick up.



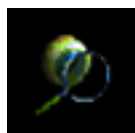
Action : The ACTION cursor is used when an operation on a single object is required. For example, ACTIONing a door will make Feeble open it, and ACTIONing a book will make Feeble read it. ACTION always makes Feeble try and use the object in the most obvious way.



Double Action : This is the next step from ACTION, and is used when you want to use 2 objects together. This function covers many situations such as using a key with a door. By clicking on the first thing you want to use, the cursor will then change to the NOW WHAT ? cursor. Another object or person must then be selected to complete the command.



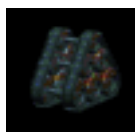
Now what ? : This cursor is used to indicate that another object or person must be selected in order to complete a DOUBLE ACTION function (see above).



Look at : Selecting an on-screen HITBOX or item in Oracle with this cursor will cause Feeble to examine it. He will tell you what he discovers about the item.

## STANDARD CURSORS FOR SAM...

There are times during The Feeble Files when you will have to control Feeble's robot friend SAM, who has his own set of cursors. As with Feeble, these can be cycled through with the RIGHT MOUSE BUTTON. SAM does not have an Oracle database and is consequently unable to manipulate objects. Anything he picks up with his tractor beam is automatically transferred to Feeble's Oracle database.



Move-to : This is the most common of SAM's cursor and is his version of Feeble's WALK TO command.



Analyse : Similar to Feeble's LOOK AT command, this causes SAM to perform an analysis of the object or person you select. He usually provides more scientific information about objects than Feeble's LOOK AT.



Tractor Beam : This SAM's version of Feeble's PICK UP command, but it has a much greater range. Any items picked up in this way are automatically put in Feeble's inventory.



Destroy and Interrogate : SAM is armed to the teeth with a variety of weapons of mass destruction, all controlled conveniently by this cursor. Because of the basic design of Class 13 Apprehender droids, this also control's SAM's AAARRGH™ interrogation technology. Selecting a HITBOX or person with this icon will cause him to do the appropriate action (unless he gets confused and just shoots things indiscriminately). Use with caution.

## OTHER SPECIAL CURSORS...

These cursors (of which there are many) will pop up when a special action is being performed. They will usually only be used for one section of the game where specific actions are required.



Button Press : There are occasions where Feeble will have to operate computer terminals and other button-activated devices. This cursor will appear in such situations.



Fly to : When Feeble is navigating the local asteroid belt, this icon will appear. Simply select a destination and he will fly there.



Mix Chemicals : During one particular puzzle, Feeble needs to mix various chemicals together. This cursor enables him to take chemicals from jars and tubes to deposit them in the apparatus.

## YOUR ORACLE DATABASE...

Oracle is accessed by simply clicking the icon in the top-left corner of the screen. It is an invaluable source of information, and is also where anything Feeble picks up is stored. It has many functions :



**ENCY** : The encyclopedia section. As Feeble encounters new people, places and objects during his missions, information about them is stored here. Do not discount this section as useless information, it can often help with puzzles throughout the game.

**STAT** : Interested in how many Directives Feeble has flagrantly broken during his adventures ? Checking here will reveal a constantly updating list of just how bad a boy Feeble has been.

**DISK** : Click here to Save, Load or Quit. To save a game, click a free space in the list of games (or a current save if you wish to overwrite it) and enter a name using the keyboard.

**INFO** : This button (once activated) gives you clues about what you should be concerning yourself with at any given point in the game. You can turn this option on and off in the SET menu.

**SET** : Click here to alter certain options in the game.

**OFF** : Returns you to the game screen. This can also be achieved by moving the mouse to the side of the screen. In addition, this feature also applies to other sections of the game where a closeup screen is used.



## 'F' KEY FUNCTIONS AND SHORTCUTS...

**F7** : There are certain times in the game where you can control more than one character, and when this happens a special icon appears next to the usual Oracle icon in the top left hand corner of the screen. You can either swap control by clicking the icon, or you can instead hit the F7 key.

**F9** : This is a shortcut key to toggle HITBOX names on and off.

**SKIPPING DIALOGUE** : If you are a particularly impatient citizen, you can skip through lines of conversation by clicking the RIGHT MOUSE BUTTON. But beware, because you may miss something important...

**SKIPPING CUTSCENES** : The OmniBrain demands that all Citizens view cutscenes at least once. However, if you wish to flout the Directive Charter and skip through movie sequences, pressing both mouse buttons together will save you time and earn you 10 years in Cygnus Alpha.

## COMMON TECHNICAL PROBLEMS...

Any problem with the game not running properly are usually due to your Direct X setup. You should always ensure that all of your hardware drivers are the most up to date versions available, and that they have been certified by Microsoft™ to work with Direct X.

If you have updated your Direct X installation and are still having problems, you can check out our website for more information and updates. Simply visit [www.adventuresoft.com](http://www.adventuresoft.com) for all the info.

If you don't have access to the internet, you can call our technical support department during office hours on 0121 308 8900. Please note we are not able to provide game hints, or help with problems on your machine that are not directly attributable to The Feeble Files or another of our games.

## **INFORMATION FOR CONFUSED CITIZENS...**

Accepting advice from third parties not approved by the OmniBrain is a dangerous occupation and should not be undertaken lightly. Thankfully, the OmniBrain has kindly provided a Hint Book which provides helpful clues and a complete walkthrough, all at a bargain price. There is an order form in the box which will give you more information, or you can visit our online store at the Adventure Soft Publishing website, at [www.adventuresoft.com](http://www.adventuresoft.com).

In addition, in an unprecedented flurry of generosity, the OmniBrain has also provided a short helping hand to get you through the early stages of the game.

## **THE FIRST FEW PUZZLES...**

The asteroid - When you have left the space bus and are outside the observatory, the professor will tell you that you should report to Ministry HQ immediately to explain the little accident to the boss. Click on the entrance to the observatory and Feeble will walk up the steps and enter the building.

Inside you will be able to survey the damage caused by the satellite crash. After Feeble has attempted to fix the broken electronics, you will be left to find your way to Metro Prime. Walk over to the Vidscreen where you will notice that you have messages waiting. ACTION the screen to listen to the messages. When you have finished being bored by Feeble's Mom prattling on forever, you will have noticed that there was a message from a mechanic telling you that Feeble's bike had been fixed. You don't need to check, but your bike will now be outside. However, it's not as easy as that - Feeble needs to be properly attired before he can ride his bike.

Looking around the room will not turn up much, but if you ACTION the broken teleporter, it will reveal some helpful information. PICK UP the James Dean doll which has been left on the side - does it's clothing remind you of anything ? DOUBLE ACTION the doll with the broken teleporter, and it enlarges to human proportions. You can now PICK UP the jacket from the doll, and you've nearly got the biker gear you need.

ACTION the cupboard under the vidscreen, and you will find a crash helmet which you should PICK UP. Then, go into Oracle and ACTION the leather jacket. Feeble will quickly nip off and get changed. Now, head back outside where you will find your bike. ACTION the bike and off you go !

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When the screen changes to the view of the places you can go, click DAVE'S SPACE BAR. Go into the bar and ACTION Delores (the female Grenelon sitting at the table) to talk to her. She gives you a package which you have to take to Rebel HQ in Metro Prime. Talk to the protester, who will give you a leaflet about the traitorous pop group TLC. Talk to the Space Pilot (the fat bloke) who will tell you that he is carrying a cargo of CDs by the very same group. Go back outside and get on your bike.

Fly to METRO PRIME and look at the arguing chaps in the docking area. The pilot will tell you that he has lost his docking passes, and also that he's carrying 'Chemical Supplements'. Head out of the docking area to the right. Walk all the way to the left of the next area, and get into the teleporter. You'll appear on the lower level.

Go off down the alleyway on the left hand side of the screen. ACTION the door to knock it, and Feeble can deliver the package, and receive his payment. Go back out of the alley and go into the Pill Shop. LOOK AT the empty container, and listen to what the shopkeeper tells you. You should realise that the shipment he is waiting for is the very same one that the pilot in the docking area is trying to unload.

Leave the shop and walk to the back right of the location to the Ministry Headquarters. Talk to the secretary there, but she will not let you in to see your boss as you don't have an appointment. Leave the HQ, walk right across to the left and go up in the lift to the Observation Dome.

DOUBLE ACTION your coins with the vending machine. It doesn't work - so try it again. Still no luck, so try it one more time, and Feeble loses his temper and gives the machine a quick kicking. He will then feel very guilty for damaging Company property, and decides he must confess to his crime. Leave the Dome and head back to the Ministry HQ area. Go to the Window To The OmniBrain located on the right hand side, and ACTION the area under the archway to confess. Then look at the Traitor Alert Station, and look it up in your Oracle Encyclopaedia for more information. Try DOUBLE ACTIONing the leaflet with the machine, and it'll be rejected for being too small.

Get back on your bike and return to the Asteroid where you started the game. DOUBLE ACTION the leaflet with the broken teleporter to enlarge it. Then return to the Traitor Alert Station in Metro Prime, and try the leaflet with it again. It will be accepted this time, and TLC will instantly be outlawed. Get back on your bike again, and return to the Space Bar.

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Go into the bar and talk to the Enforcer (the scary looking geezer at the bar). Ask him if there have been any new Directive Updates - he will tell you that TLC have just been banned, so you tell him that you have some information for him. When he has finished dealing with the now-traitorous pilot, PICK UP his docking passes from the table.

Go back to the Metro Prime docking area, and DOUBLE ACTION the docking passes with the Pilot. He will now be able to unload his cargo of Charisma X pills. Head up to the Pill Shop, and buy a bottle - the shopkeeper will also offload a bottle of out-of-date Charisma X onto you as well. Go back to the Ministry HQ, and ACTION the bottle of Charisma X to take one. Go into the HQ again and talk to the secretary again. You'll manage to sweet-talk your way past her this time. However, you still won't be able to get in as you are in civilian attire - you need to change back to your Lab Coat. The place to get changed is the Vid-Booth, but someone's using it. How you get rid of them is for you to find out...

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